CHAPTER 5 - PARTING

第5話「訣別」

TRANSLATION:
HISSHOUBURAIKEN

EDITING:
SKUITEOS

WAIT...

5 MILLION'S OUT OF THE QUESTION...!

BUT 3 MIL!

THE SEVERANCE MONEY

THAT SEVERANCE MONEY...

WAS 3 MILLION!

MAYBE THIS COULD WORK OUT!?

!?

I COULD...

HOWEVER,

I DON'T HAVE ANY SECRET ACCOUNTS...

IF THREE MILLION IS ENOUGH...

IF THREE...

SOME MONEY YOU SOCKED AWAY?

DID YOU REMEMBER

IT'S NOT THAT...

NO, DUMBASS.

I KNEW IT, IT'S PROBABLY SOME SECRET BANK ACCOUNT-

WE'LL DO IT WITH 3 MILLION.

LET'S DO IT.

WHY ARE YOU SO HESITANT?!

KAIJI-SAN!

BUT THAT MONEY'S—

AAAAAGH ...

ABANDON IT...
?
ARE YOU JUST GOING TO...
THIS IS A HUGE CHANCE!
.....
THIS IS IT!
FOREVER?
AND CONTINUE LIVING SUCH A POINTLESS EXISTANCE
...
.....
KAIJI-SAN!
GAAAAH!

THE SAKAZAKI HOUSEHOLD
坂崎邸前

BUT,

THIS IS SO HARD...

I GUESS I'VE GOTTA

GO FOR IT

AAAGH...

IT'S DRIVING ME CRAZY...

THIS LAZY, AIMLESS LIFESTYLE...

...!

I'M OUT OF OPTIONS HERE!

I MEAN,

INSANE....!

I CAN ESCAPE THIS SWAMP!

IF I JUST GRAB HOLD,

BUT NOW SOMEONE'S THROWN ME A ROPE...

I'VE FINALLY GOT MY OPPORTUNITY!

I'VE GOTTA GET OUT!

NOW...

I'VE GOTTA GO FOR IT

MY MOKOKO?

YOU STALKING

HUH?

WHAT NOW?

AH!

THEY'RE ACTUALLY SOME OLD FRIENDS OF MINE...

OKAY, SO, THE DEAL IS, IT'S NOT WHAT YOU THOUGHT.

NO, NO, NO!

OH,

OFF MY MIND...

THAT'S A LOAD

WHEW!

I SEE...

I SWEAR IT HAD NOTHING TO DO WITH MIKOKO-SAN!

UH- UHHHH...

NO MORE GOING TO THE PARK FOR HER...

STILL...

I'M KINDA EMBARRASED...

OKAY,

WELL...

HUHP

UM, WELL...

OH-

WHAT?

IT'S LIKE THIS...

?

THERE'S NO EASY WAY TO ASK THIS...

CAN I HAVE

THAT 3 MILLION YEN?!

WHAA?

AH!

NO, NO!

NO!

LEND IT...

I DON'T MEAN "GIVE IT TO ME!"

LEND IT TO ME!

.....

.....

THAT DIDN'T COME OUT RIGHT ...

I'M SORRY...

HUH?

SAME THING.

I SWEAR IT'S NOT LIKE THAT!

LENDING, GIVING, IT'S ALL THE SAME WITH YOU.

NO, NO!

KAJI-KUN, YOU'RE A PENNILESS VAGRANT.

HOW?

HUH?

WELL, I'LL...

UH,

H-HOW?

HOW?

I GUARANTEE IT.

I'LL PAY YOU BACK,

I'LL SUCCEED!

HOW'DE YOU GOING TO SUCCEED?

OH, FUCK THAT

HMM?

OBVIOUS!

IT'S SO ...

OF COURSE...!

I NEVER ENVISIONED SUCCESS!

SUCCESS...

I COULDN'T ENVISION IT...

I'LL SUCCEED...

AND I DIDN'T EVEN REALIZE IT...

I WAS WASTING MY LIFE,

I HAD NO GOALS, NO DIRECTION...

KEEP A JOURNAL OR SOMETHING!

I HAVE TO GET SERIOUS!

THIS IS SO STUPID!

!

WHAT AM I SAYING!

UGH-

TALK IS CHEAP!

HE'LL BE IN BETTER SPIRITS...

IF I CAN HIT IT BIG,

I'VE JUST GOTTA WIN!

AND I'LL PAY HIM BACK!

!

HUH?

I SAID, "SUCCEED" AT WHAT?

HEY,

HOW MANY TIMES DO I HAVE TO OPEN MY EYES BEFORE IT STICKS?

HIRE YOU TO WORK FOR THEM OR SOME-THING?

DID THOSE OLD FRIENDS OF YOURS

.....

I'LL BE GAMBLING...

ACTUALLY

NO, NO,

OH,

.....

SAKAZAKI-SAN!

OLD MAN! COME ON-

WHOA!

N-NO!

.....

.....

SLAM

バタン..

あ...!

.....

.....

GUH-
HUUUGH...

HUH?

≠

HUH?

HERE!

S-
SAKAZAKI-SAN!

THANK YOU
SO MUCH!

TH-

S-
SAKAZAKI-SAN!

DOUBLE! NO, TRIPLE!

I SWEAR I'LL PAY YOU BACK

.....

NO,

I SINCERELY DOUBT IT.

I GUAR-ANTEE IT!

KAIJI-KUN ...!

PROMISE!

YOU'RE SUCH A SAD MAN.

YOU...

HMM?

I'M DONE WITH IT.

I CAME TO MY SENSES.

...WHAT?

WHILE YOU'RE AHEAD!

YOU HAVE TO QUIT SOMEDAY...

THERE'S NO QUESTION.

YOU *WILL* LOSE.

.....

IF YOU CONTINUE TO GAMBLE, THEN EVENTUALLY,

FOR ME...

AND FOR YOU.

WAS THE PEAK!

THAT WAS THE ULTIMATE MOMENT OF SUCCESS

WAS THE PACHINKO JACKPOT.

THAT "SOMEDAY"

THAT NIGHT...

THE THING IS .....

YOU'RE INCORRIGIBLE

NO...

DON'T YOU SEE?!

.....

THAT WAS THE TIME TO QUIT!

YOU'VE FALLEN FOR IT!

DOUBLE, TRIPLE ....

WITH NO CLUE AS TO THEIR TRUE INTENTIONS.

YOU'RE FALLING FOR YOUR OLD FRIEND'S SWEET TALK....

WELL...

BUT...

THERE HAS TO BE A LIMIT TO THIS INSANITY!

IT'S RIDICULOUS!

WE'RE THROUGH.

HUH?

IT'S FINE.

.....

OUR FRIENDSHIP IS OVER.

YOU'LL NEVER COME BACK!

YOU HAVE TO PROMISE ...

NOW...

OLD MAN....

OLD MAN...

...

SHOW YOUR FACE HERE AGAIN.

NEVER

カチャ・・

バタン・・

KACHIK

NO...

I WILL PAY YOU BACK!

JUST ONE TIME...

OLD MAN...

I'M GOING FOR IT THIS ONE TIME,

CHAPTER 5 - END

第5話 終

第6話「盟友」

CHAPTER 6: ALLIES

I PROMISE !!!

I PRO-MISE.

...
DAMN
...

...
DAMN
...

...
DAMN
...

...
DAMN
...

FUCK
...

MORON
...

WHAT ARE YOU GETTING ALL DEPRESSED OVER?

IDIOT
...

I'VE JUST GOTTA WIN!

PIECE OF CAKE.

JUST WIN.

THAT'LL MAKE HIM UNDERSTAND!

THEN, I'LL PAY THE OLD MAN BACK!

INTO 10 MIL ...!

TURN THIS, 3 MILLION

HIS VIEW OF ME WILL BE FLIPPED AROUND ON ITS HEAD!

YEAH ...

YEAH ...!

HE'LL BE SO GRATE-FUL, HE'LL BREAK INTO TEARS!

YEAH !!!

...

WHOAAA !!!!

I KNEW YOU WERE BEING MODEST!

SEE?! SEE?! THAT'S THE KAIJI I KNOW!

I KNEW YOU COULD!

.....

YOU DID IT!

AGAIN WITH THAT?

I HAD TO BORROW THIS MONEY FROM SOME-ONE.

THAT'S NOT WHERE I...

NO.

I KNOW IT!

YOU WERE HOLDING OUT!

THERE'S NO WAY YOU COULD HAVE BOR-ROWED SO MUCH SO FAST!

YOU'LL NEED TO DO BETTER THAN THAT!

JUST SHUT UP, GOD DAMMIT!

I'M NOT HOLDING OUT, SO

SHUT UP, AL-REA-DY!

ISN'T THAT RIGHT? ISN'T IT?

TELL ME ABOUT YOUR PLAN.

LET'S HEAR IT.

NOW, THEN ...

O... O-KAY.

SO MY PART IS DONE. GET TO YOURS.

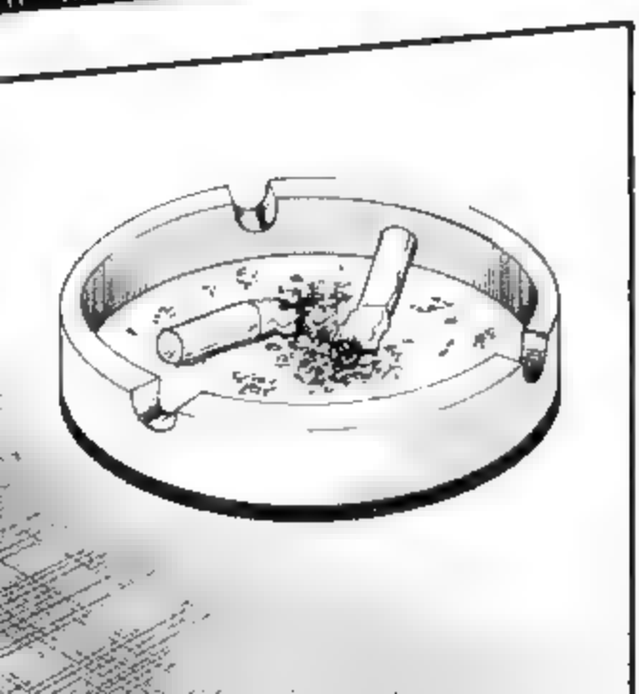
I'VE BROUGHT THE MONEY FOR THE PLAN ...

I

LEAN IN CLOSER ...

NOW ...

I GOT-CHA!



ばり
600円
あしんこ
350円
バクじが
500円

IT'S GOING TO WORK!!

I KNOW, RIGHT?!

I SEE ...

IT'S NOT BAD.

THAT'S RIGHT!

I THINK SO, TOO

UH... YES?

HOW-EVER ...

WITHOUT THAT, THE PLAN IS RUINED

WE WILL NEED TO ACT, AND WELL AT THAT.

I DIDN'T THINK OF THAT ...

IT IS ...?

MORON.

WE WON'T NEED TO PUT ON A SHOW-

JUST DO WHAT WE NORMALLY DO...

I JUST THOUGHT WE'D...

...
I
THINK

IT'S
EXTREMELY
DIFFICULT!

YOU
CAN'T
EX-
PECT
THAT
TO
COME
EA-
SILY

THAT'S
THE
SAME
THING
AS
ACTING
...

THESE
GUYS
DON'T
KNOW
A
THING.

JEEZ
...

.....

YEAH
...?

?

THERE'S
A
HUGE
DIFFERENCE
...

BETWEEN TAKING SOMETHING SERIOUSLY...

AND JUST PRETENDING TO.

REALLY POSSIBLE FOR ME?

IS THIS ...

TOTALLY DIFFERENT ...

THE STIMULI, THE AT-MOS-PHERE ...

WE'RE ALL SET !!!

KAIJI-SAN,

OKAY, OKAY ...!

HE PROBABLY HAS LOTS OF EXPERIENCE ...

THEIR BOSS ..

OKAY!

YEAH ..

HUH ?!

SO, THEN... WE'LL BE ON OUR WAY.

.....

IT WILL BE IN THREE DAYS, AT 7:00 PM IN FRONT OF THE APARTMENT!

NEXT WE MEET,

HUH?

WHAT'S THE CUT?

HM?

HEY, HEY, WAIT A SEC !!

WELL ...

OH!

OH...

UH ...

HOW MUCH DO WE EACH GET?

OF COURSE ...

OBVIOUS ?

ISN'T IT KINDA OBVIOUS ?

WE ALREADY DE-CIDED ON THAT!

. . . . . .

EX-ACT-LY!

WE'LL SPLIT IT RIGHT DOWN THE MIDDLE!

. . . . . .

DOWN THE MIDDLE ...

KAIJI-SAN, YOU'RE THE INVESTOR AND THE REP PLAYER!

NO, NO, NO!

HUH?

SO IT'S SPLIT THREE WAYS?

AND YOU TAKE THE OTHER HALF!

RIGHT DOWN THE MID-DLE!

THE TWO OF US WILL TAKE ONE HALF - 25% EACH -

ALL HE MEANT WAS ...

THAT WOULDN'T BE AT ALL FAIR!

THAT'S RIGHT!

YOU GET 25% EACH?

. . . . . .

WE COULD WALK OUT OF THERE WITH 10 MILLION YEN!!

I MEAN, IF WE DO THIS RIGHT,

IT'S MORE THAN FAIR!

AND YOU DON'T MIND?

SORRY ...

THE LAST TRAIN WILL BE LEAVING SOON!

WHOA!

WE'VE GOT TO GO ...

HRMM ...

. . . . . .

YEP! SEE YA THEN!

WE'LL TALK TO YOU TOMORROW !!

HEY ...

RIGHT !

C'MON, WE'VE GOT TO HURRY !!

TAKE CARE!

WAIT!

WELL... UH ...

WHAT IS IT THIS TIME ...?!

HUH ?!

FOR THE NEXT FEW DAYS ...

SO LET ME CRASH WITH YOU GUYS ...!

I'VE GOT NO-WHERE TO GO ...

COME ON IN!

YOU'LL HAVE TO EX-CUSE THE MESS... SORRY...

BANK NOTICE!

NOTICE
督促状

TO MIYOSHI TOMOHIRO-DONO

A LOAN

AH!

HA HA HA HA ...!

EH... HEH-HEH ...

YEAH ...

THESE CAN'T ALL JUST BE FOR YOUR CASINO ...

WHA-?!

TAKING LOANS OUT FROM OTHER PLACES, HUH?

LET'S GO ON IN!

. . . . . .

ANY-HOW ..

THERE'S TONS OF THEM ...!

JUST A COU-PLE?!

THERE'S JUST A COU-PLE!!

URK, ooo!

JUST GIVE US A MINUTE ...!

WE'LL CLEAN UP...

SORRY ABOUT ALL THIS MESS ...

JUST WAIT!

WE'LL TAKE CARE OF IT!

.....

COME IN! MAKE YOUR-SELF AT HOME!

GO AHEAD ...!

EVEN THIS MUCH IS MORE THAN I SHOULD HOPE FOR ...

I DON'T EVEN *HAVE* A PLACE.

STOP SAYING THAT.

SORRY THIS PLACE IS SUCH A PIG STY ...

ABOUT THE MONEY —

HM?

. . . . . .

ANY-WAY ...

HA HA HA ...

IT'S GOING THREE WAYS!

RE-MEM-BER?

WHAT?!

AND THAT INCLUDES ME.

NO ONE IN THE GROUP GETS MORE OR LESS THAN ANYONE ELSE.

NOTHING'S CHANGED BETWEEN US.

SO DON'T PUT ME ABOVE YOUR-SELVES.

OR A SINGLE CRACK-ER ...

EVEN IF IT WAS JUST ONE SMOKE ...

WE'D SPLIT IT EVEN-LY.

EVERY-ONE GETS THEIR SHARE OF THE POT.

EVEN THOUGH THIS IS A BIG CHANCE ...

NIGHT

KAIJI-SAN ...!!

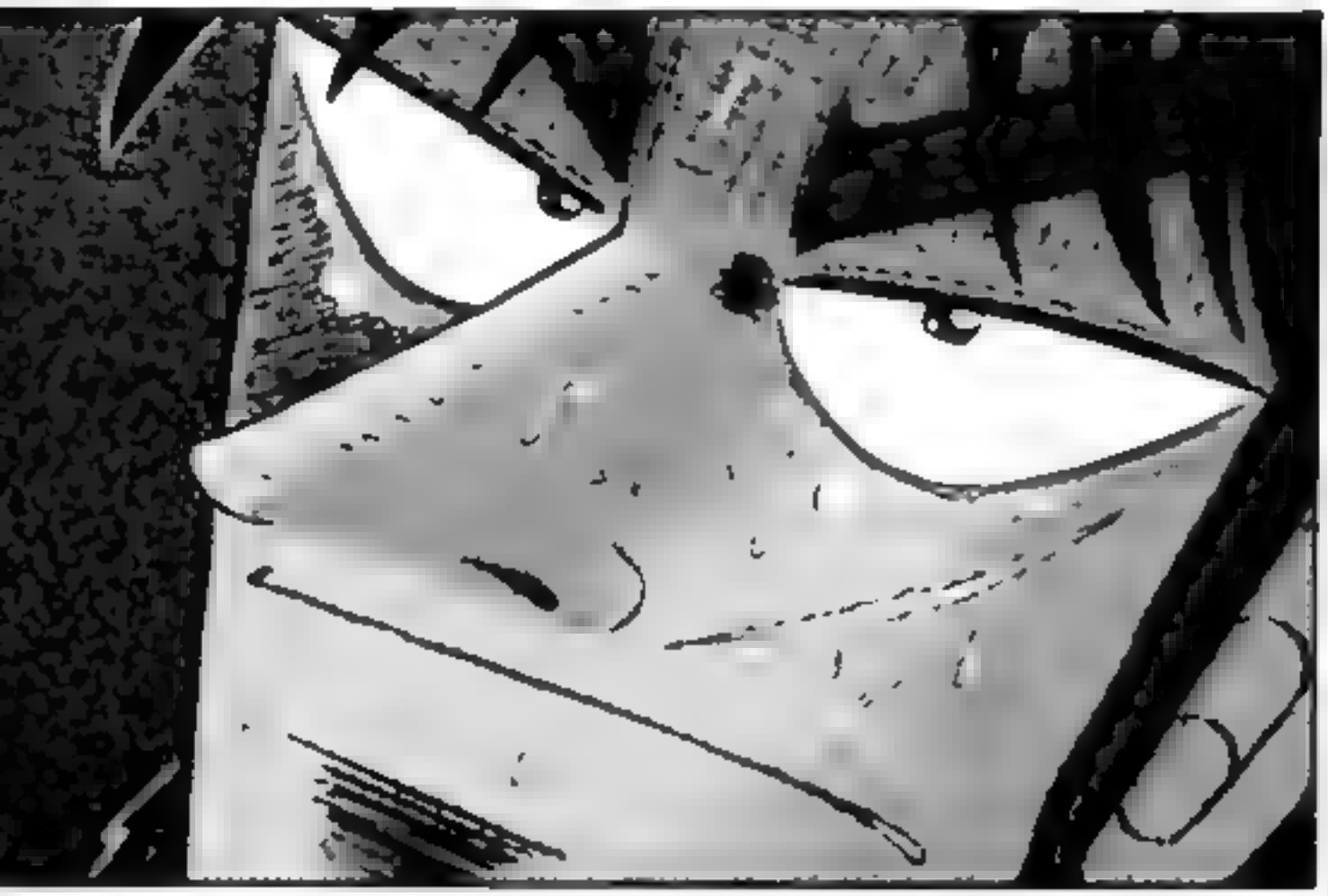
.....

THANK YOU, KAIJI-SAN!

THANK YOU SO MUCH ...

.....

.....



WHY

EVERY SINGLE TIME ...

WHY IS IT ALWAYS US BEING PICKED UPON?! ...

EVERY [illegible] ...

[illegible]

[illegible]

[illegible]

[illegible]

第7話「緊褌」

CHAPTER 7 - GIRDED

TRANSLATION
EDITING

MUNCH
モシャ

3 DAYS LATER

E
CHEW
ヒ

THE DAY HAS COME...

TWIST TWIST
ク〜ル〜ル〜

GAMBLE WITH THE CASINO PRESIDENT...!

.....

THE DAY MIYOSHI, MAEDA, AND KAIJI....

I'VE GOTTA WIN TONIGHT.

I UNDER-STAND WHAT'S AT STAKE...

ペリ

THIS IS IT...

THE TRICK WILL BE

ON THE NEGATIVES...

モシャ

CHEW

I SHOULDN'T BE FOCUSED

THAT'S WHY

MAKING SURE HE DOESN'T GET AWAY

AND SCOOP HIM INTO THE NET!

REEL HIM N' CAREFULLY.

I NEED TO HOOK MY OPPONENT.

THAT'S THE KEY!

ゴゴゴ

ゴゴゴ

ゴゴゴ

HE WON'T SUSPECT A THING!

BECAUSE IF HE NOTICES...

WE HAVE TO!

WE'LL KEEP HIM TOTALLY FOOLED.

IF HE GETS SUSPICIOUS AND RUNS,

AND THAT'LL BE IT.

I MIGHT ONLY LEAVE WITH 1 OR 2 MILLION EXTRA.

MY SHOT AT 10 MILLION YEN WILL BE GONE...

I CAN'T ...

LET THAT HAPPEN!

NEVER!

DING DONG

I CAN'T WAIT!

CHANCE LIKE THIS ...

I'LL NEVER GET ANOTHER ...

STEP

AH,

I'M A FRIEND OF ONE OF YOUR PEOPLE, MIYOSHI.

WHO IS THIS?

YES?

KHHK-

THIS IS A ONCE IN A LIFETIME CHANCE!

ONE MOMENT, PLEASE.

KHHHK

Ooo

I'M HERE TO... HANG OUT TONIGHT.

MY NAME IS ITOU KAIJI.

ZWEEEE

. . . . . .

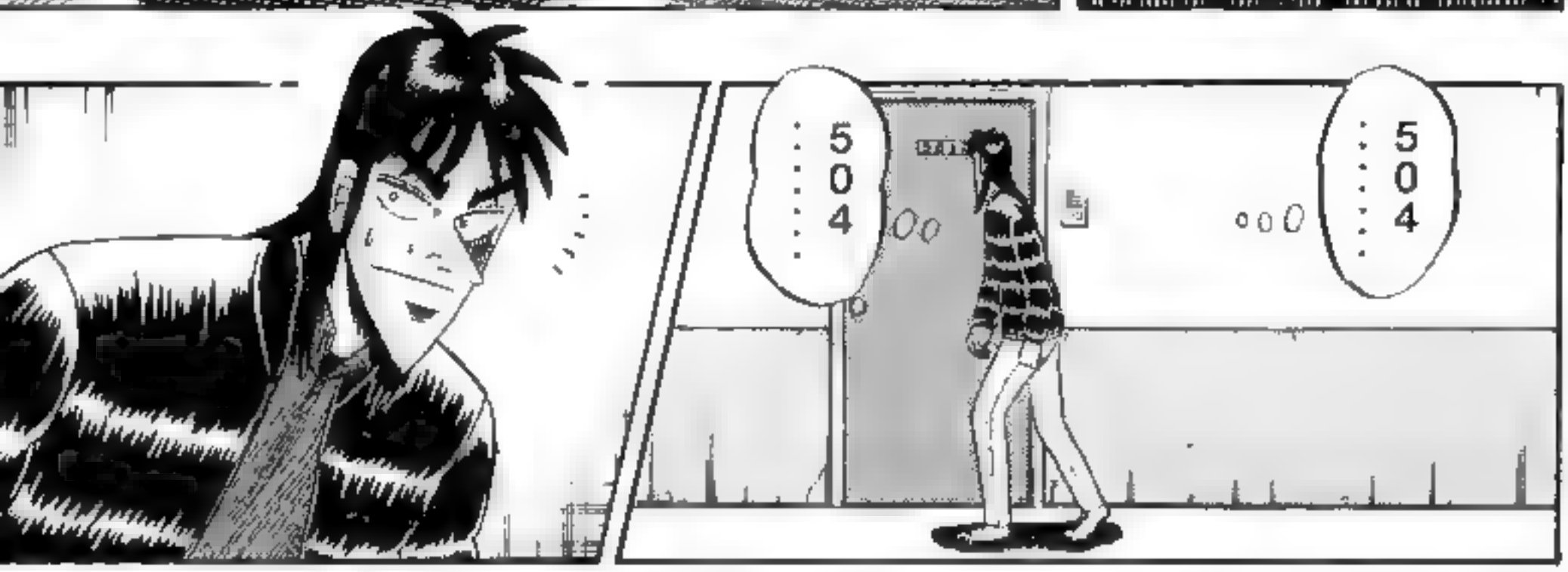
. . . . . .

1

COME RIGHT IN.

4

ス


5
0
4
5
0
4

HERE IT IS.

504

COME IN, COME IN!

INSIDE!

THE POEZ IS WAITING

KATUNK

RIGHT THIS WAY!

IS HE...

.....

ごご

ごご

ごご

YOU'RE HERE!

HELLO!

ざわ…

……

ざわ…

ざわ…

GAH!

FLIP

GAH!

ざわ

OHH!

GAAAAH!

SIR.

GET ME MORE CHIPS, DAMNIT!

.....

I HAVE NO LUCK!

SHIT,

.....

JAPANESE,

CHINESE,

EVERYONE ...!

WE NEVER LEARN...

.....

OH!

ITOU KAIJI-SAMA, THE MAN I TOLD YOU ABOUT, IS HERE, SIR.

KNOCK KNOCK

CHIK

I'VE BEEN WAITING!

GREAT,

AHA!

ARE YOU NOT?
COME RIGHT IN, PLEASE!
YOU'RE QUITE WEALTHY,
I'VE HEARD SO MUCH ABOUT YOU!
SO GOOD TO HAVE YOU HERE!
GHEH-
HAVE A SEAT!
HERE,
AHH!
THANKS.
MAKE YOURSELF AT HOME!

I DO APOLOGIZE ....

OH DEAR ME.

KHAKAKA...

.....

FOR DRAGGING YOU BACK INTO SUCH A FILTHY ROOM!

YES!

CLEAN UP THIS MESS!

HERE,

ALWAYS SOMETHING, YOU KNOW?

I USUALLY USE THIS PLACE AS MY OFFICE.

SORRY!

SORRY,

oO

GEEZ...

IS MUCH NICER,

AS YOU SAW, THE MAIN AREA OUTSIDE,

NORMALLY YOU'D BE OUT THERE!

I MEAN,

BUT I AM THE CASINO OWNER,

. . . . . .

WITH ONE OF MY PATRONS!

OBVIOUSLY I CAN'T BE SEEN GAMBLING

I DON'T CARE.

AS LONG AS WE CAN PLAY,

NAH...

I HOPE YOU DON'T MIND!

WHAT'S IMPORTANT...

THE LOCATION DOESN'T MATTER...

MY HEART RACE!

IS A GAMBLE THAT WILL MAKE ....

THAT'S ALL I NEED!

HIGH POTS,

HIGH RATES,

EXCELLENT!

EXCELLENT,

KHAKAKA...

. . . . . .

WONDERFUL,

SPECTACULAR!

EXCELLENT!

CLAP

I RESPECT YOU, MAN!

THE RICH ARE A DIFFERENT BREED!

THEN,

NOW

ABSOLUTELY SPECTACULAR...

SPECTACULAR,

CARDS? HANAFUDA?

I'VE GOT EVERYTHING.

WHAT SHALL WE PLAY?

THUNK

AH, OF COURSE,

KHEHEH...

I HAVE THESE KINDS OF GAMES, TOO.

WILL GIVE ANYONE A THRILL!

BETTING LARGE SUMS ON THIS ONE,

UNO

Dras

第17話 終
CHAPTER 7 - END

第8話「承諾」

CHAPTER 8: CONSENT

AH-
HAH
HAH
HAH
...

AH-
HAH
HAH
HAH
...!

UNO

SHALL WE LET OUR INNER CHILDREN COME OUT TO PLAY?

WELL. WHAT DO YOU SAY ...?

UNO

UNO

UNO

?

NAH.

I DON'T THINK SO...

HUH ...?

I DON'T HAVE ENOUGH TIME.

BE-SIDES ...

I PLAYED THIS ENOUGH AS A KID...

WHAT'S MORE, I BARELY REMEMBER THE RULES ...

DON'T YOU HAVE ANY-THING ...

I'VE GOT PLANS FOR LATER THIS EVENING ...

PARDON?

YEP.

YOU NEED TO BE SOME-WHERE ??

AND QUICK ENOUGH THAT WE CAN GET THROUGH A FEW GAMES ...

SIMPLE TO WHERE IT DOESN'T WASTE TIME...

HMM MMM MMM MMM ....

... IN A HUR-RY?

AND QUICK ...

SOME-THING SIM-PLE ...

LET'S SEE WHAT THERE IS...

WELL, ALL RIGHT ...

CEE-LO, ODDS & EVENS... SAIKORO ...

WE HAVE THE TYPICAL SUS= PECTS ...

WE'RE PLAY-ING FOR BIG MONEY ...

NAH, THAT'S TOO BORING ...

LEAVE TOO MUCH TO CHANCE ...

BUT THOSE ...

WE NEED SOME-THING ELSE ...

YES, YES !!

OF COURSE !

AH...!

AND IT'S SOMETHING MORE OF A BATTLE OF WITS!

IT'S QUICK, SIMPLE, EASY ...

I NEARLY FORGOT ABOUT THIS GAME!

DRAG

KAIJI -KUN ...

WHAT DO YOU THINK ...

OF THIS?

KHU HU HU HU...

KHU HU HU HU...

YES ...!

THIS IS ...

KHU HU HU HU ...

KHU HU HU HU ...

HUH ...!

I DO.

YEAH

YOU REC-OG-NIZE THAT CASE, DO YOU?

I'M FAMILIAR, BUT...

KHU-HU HU HU !!

I DON'T HAVE ENOUGH TIME TO SIT AROUND PLAYING MAHJONG FOR HOURS!

I NEED TO BE SOME-WHERE.

I ALREADY TOLD YOU.

YOU SEE, MY MAHJONG GAMES...

THAT WON'T BE A PROB-LEM!

KAIJI-KUN...

NO WORRIES, NO WORRIES !!

KHA KA KA KA KA !!

WHAT ?

YOU ONLY NEED FIVE MINUTES !!

FOR ONE GAME ...

OH ?

... TAKE NO TIME AT ALL!!

IT'S A TOTALLY DIF-FERENT BEAST ...

KHU HU HU HU ..

WHAT ...?!

BUT IN STYLE OF GAMEPLAY, IT COULDN'T BE MORE DIFFERENT!

IT BORROWS THE TILES AND RULES FROM REGULAR MAHJONG ...

AT LEAST, THAT'S WHAT I LIKE TO CALL IT !

TO PLAY THE "LANOMINE GAME"... ALSO KNOWN AS "17 STEPS" ...

WE'LL USE THOSE TILES...

.....

YES ...!

KHU HU HU HU ...

17 STEPS ...?

.....

YOU AND I ...

IN ESSENCE ...

WILL BE IN A DESERT, STANDING BEFORE ...

... A FIELD OF MINES !

ONE STEP AT A TIME ...!

WE WILL BOTH TAKE TURNS WALKING ACROSS IT...

WILL LOSE THE GAME THEN AND THERE.

THE FIRST PERSON TO STEP ON A MINE

NOW, OBVIOUSLY,

17 PACES LONG, AT THE MOST.

BUT, THE FIELD IS ONLY ...

...

NOR-MAL-LY

IT'S RARE TO HAVE IT LAST THAT LONG.

HEH-HEH HEH ...

I CALL IT 17 STEPS, BUT ...

SOMEONE WILL BE BLOWN TO BITS BEFORE WE EVEN GET TO THE OTHER SIDE!

... UNTIL WE MAKE IT ALL THE WAY ACROSS THE MINE-FIELD!

IT WILL EX-PLODE !!!

.....

KHU-HU HU ...

SO THERE'S NO *REAL* EXPLOSIVES INVOLVED!

OF COURSE, WE'RE JUST GAMBLING HERE ...

DOESN'T IT SOUND LIKE FUN?

WELL ...?

JUST MONEY ...!

YOU PAY WITH MONEY !!

WHEN-EVER YOU STEP ON A "MINE" ....

IT'S SIMPLE, EASY, QUICK ...

.....

SEE?

ONE OF US WILL PAY A HUGE SUM OF MONEY!

DOESN'T IT SOUND LIKE A BLAST ?!

AM I RIGHT ?!

IT'S EXTREME-LY THRILLING !!!

AND BEST OF ALL,

ドバ

TA-DA-AAAA!

. . . . . .

KAIJI-KUN ...?

A WHOLE BUNCH OF DIFF-ERENT GAMES

THE BOSS WILL PROBAB-LY OFFER TO PLAY ...

OKAY, KAIJI-SAN!

3 DAYS EAR-LIER

TRUMP OR HANA-FUDA

LIKE, SAY ...

バタバタ

LIKE, YOU COULD SAY THERE ARE CARDS MISSING ...

.....

MAKE UP AN EX-CUSE!

IF HE TRIES TO MAKE YOU PLAY ONE OF THEM,

AND LOOK MARKED !

OR THAT THEY'RE DIRTY

HE'LL NEED TO BRING THE BIG GUNS OUT!

AT SOME POINT ...

PLAYING ANY-THING THAT HE OFFERS!

KEEP FINDING WAYS AROUND

... 17 STEPS !!

THAT GAME IS CALLED THE LAND-MINE GAME ...

DESIGNED TO ENSURE VICTORY FOR HIMSELF, 100%!

THE BOSS HAS A GAME ...

.....

.....

THAT'S IT!

WE WANT THAT ONE!!

HE CHEATS

USING ■S PARTNERS ...

THE BOSS HAS IT RIGGED !!

... I SEE ...

IT'S FOOL-PROOF !!

WE'LL KILL HIS PLAN FROM THE INSIDE.

AND LET YOU WIN!!

... US!

I DON'T SEE HOW THAT WILL WORK, BUT ...

TO PLAY YOUR "LAND-MINE GAME" ...

SO YOU USE MAHJONG TILES ...

IT DOES SOUND FUN ...

LET'S GO WITH IT.

SPLEN-DID!

YAHOO!!

NO BEATING AROUND THE BUSH!

US RICH FOLKS ARE A DIFF-ERENT BREED!!

CAN LEARN THE RULES IN ONLY ONE MINUTE!!

ANYONE WHO'S EVER PLAYED MAHJONG ...

ARE VERY SIMPLE, INDEED!

THE RULES OF THE GAME ...

R-RIGHT!!

WHAT ARE YOU TWO STANDING AROUND FOR?! GET THE MAHJONG TABLE!!

OH, COME NOW!

ドドドド…

……

……

ALL ACCORDING TO PLAN...

...SO FAR...

ALL RIGHT ...!

第8話 終……

CHAPTER 8- END...

CHAPTER 9: SUMMARY

第9話「概要」

TRANSLATED BY HISSHOUBURAIKEN EDITED BY SONICKRAZY

IT'S ON NOW, SIR.

VERY GOOD ...

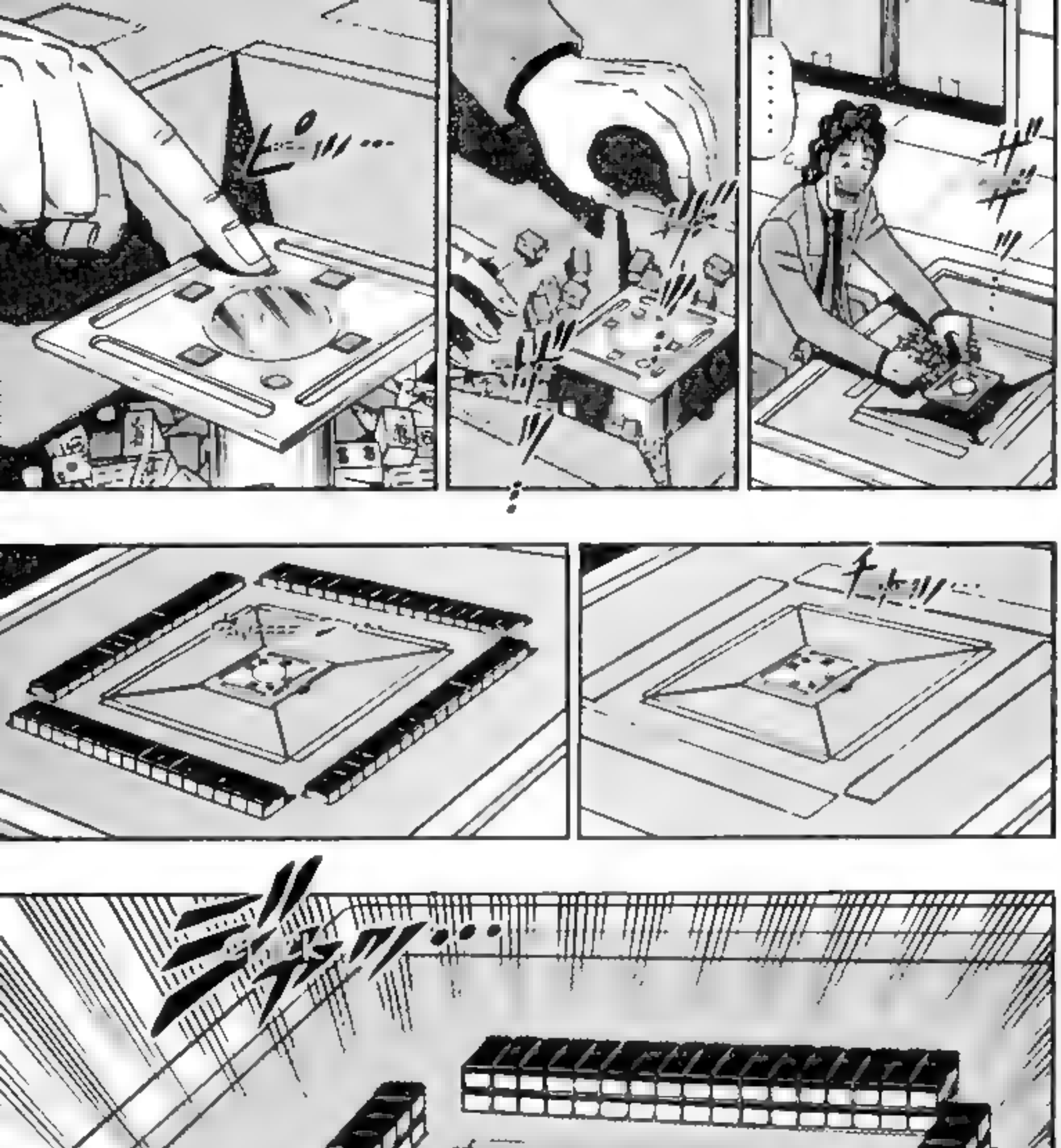
ゴゴゴ…

GOOD ...

ゴゴゴ…

GOOD ...

YES ...



YES, EVERYTHING LOOKS AS IT SHOULD!

HMM!

HMMM!

YOU SEE, FOR THIS GAME ...

.....

THIS AUTO-MATED MAHJONG TABLE IS JUST ES-SENTIAL!!

ooo

SHUF-FLING BY HAND!

WE SIMPLY CAN'T HAVE ANY OF THAT

IF YOU OBJECT TO THIS RULE ...

.....

YOU OBJECT TO THE GAME!

WE SIM-PLY MUST HAVE IT TO PLAY !!

AN INDESPENSIBLE TOOL IN SETTING UP THIS LANDMINE GAME!!

I CAN ASSURE YOU THAT THERE IS NO FOUL PLAY!

BUT STILL ...

I KNOW I FAILED TO MENTION IT WHEN YOU AGREED TO PLAY...

I WILL BEGIN MY EXPLAIN-ATION!

IN THAT CASE,

THAT IS FINE, YES?

17 STEPS ...!

OF THE LAND-MINE GAME...

KHU HU HU ...

KAIJI ALREADY KNOWS EVERYTHING ABOUT THE LANDMINE GAME!

THERE IS NO NEED TO EX-PLAIN.

WITH THE TWO OF US ...

THE GAME STARTS

MIYOSHI AND MAEDA EXPLAINED THE GAME TO KAIJI

3 DAYS AGO,

ALL THE RULES AND REG-ULATIONS !!

THE LAND-MINE GAME

WITH-OUT CHANG-ING YOUR HAND!

IS TWO-PLAYER MAHJONG

IN SIMPLE TERMS,

TO SOME-ONE WHO KNOWS THE RULES OF MAHJONG,

A GAME THAT *BEGINS* IN TENPAI!

E/N: TENPAI IS THE STATE OF BEING ONE TILE AWAY FROM WINNING

IT IS BASICALLY JUST MAHJONG,

YES,

.....

IT'S EASY AS PIE!

THAT MAHJONG VETERANS AND BEGINNERS ALIKE...

SO SIMPLE, IN FACT,

TO WHERE ONE ROUND TAKES ONLY 5 MINUTES!

BUT WITH EXTREMELY SIMPLE RULES,

IN OTHER WORDS ...

... CAN PLAY ON NEARLY EQUAL FOOTING!

AND IN-STINCT!

A GAME OF LUCK,

THAN MAHJONG ABILITY!

IN DETER-MINING A WINNER

IN FACT, THESE TWO QUAL-ITIES

PLAY A MUCH BIGGER ROLE

IT'S CLO-SER TO A GAME OF ODDS & EVENS THAN MAHJONG!

TESTING THEIR LUCK AND INSTICT!

BOTH PLAYERS TAKE TURNS

AN EVOLVED FORM OF ODDS & EVENS!

COULD NOT BE MORE PER-FECT!

OF THE NAME "LAND-MINE GAME"

PRESIDENT OKAMURA'S CHOICE

CON-SID-ER-ING THAT,

BUT YOUR GUTS!

IS NOT TO TRUST YOUR MIND,

THE KEY

IT CUTS STRAIGHT TO THE HEART!

EVERY-ONE CAN DIS-COVER

HOW HID-EOUSLY SIMPLE IT IS!!

JUST ONE ROUND,

IN JUST ONE ROUND OF THIS GAMBLE,

AUTOMATICALLY SHUFFLES THE TILES AND STACKS THEM INTO THE STARTING WALLS.

FIRST, THE TABLE

AFTER THAT, THE GAME OFF-ICIALLY BEGINS!

THE TWO PLAYERS DECIDE BETWEEN THEM WHO GOES FIRST.

ONCE THERE,

THIS CAN BE DONE WITH DICE, ROCK-PAPER-SCISSORS,

OR JUST ABOUT ANYTHING AT HAND.

SPE-
CIF-
IC-
ALLY,

WILL THEN PICK A RANDOM TILE FROM ONE OF THE TWO UNUSED WALLS

THE PLAYER WHO GOES FIRST

ONCE THE ORDER HAS BEEN DETER-MINED,

ANY TILE FROM THE WALLS TO THE PLAYERS' SIDES.

E/N SEE PAGES 5-6 OF THE MAHJONG GUIDE AT THE END OF CHAPTER 8 FOR MORE DETAIL ON THE DORA AND URA-DORA

AFTER THAT,

THE TILE DIRECTLY BENEATH IT BECOMES THE URA-DORA INDICATOR.

AND IT BECOMES THAT ROUND'S DORA INDICATOR.

HE FLIPS IT OVER,

HE FLIPS IT,

AND WHEN BOTH PLAYERS ARE READY,

HE TAKES A THREE-MINUTE HOUR-GLASS

AND THE PLAYERS MAY TAKE THEIR TILES.

EACH PLAYER OPENS THE WALL DIRECTLY IN FRONT OF THEM,

AND HE LAYS THESE 34 TILES IN FRONT OF HIMSELF SO ONLY HE CAN SEE.

THE TWO ROWS OF 17 TILES MAKE FOR 34 TILES,

THE CHOICE!

THIS IS THE FIRST PART OF THE SAM-BLE

AND MAKE A HAND THAT HE THINKS WILL WIN THE ROUND.

HOW-EV-ER ...

HE AIMS TO BE IN TENPAI BY THE END!

BRAVERY !!

AND IT RE-QUIRES

IN THESE THREE MINUTES,

THIS IS THE FIRST TEST OF THE PLAYER'S INSTINCT.

13 OF THE 34 TILES

HE MUST PICK OUT

THAT IS ALL!

THE HAND MUST BE MANGAN OR BETTER.

E/N: MANGAN IS A HAND WORTH 2000 TO 2999 POINTS.

THERE IS ONE RES-TRICT-ION.

SAN-SHOKU DOU-JIN!

3 OF THE SAME SEQUENTIAL SET IN ALL 3 SUITS

7 PAIRS (SPECIAL HAND)

CHII TOI TSU!

HON ITSU, CHIN ITSU,

ALL SOU, PIN, OR MAN + HONORS AND WINDS, 'SAME WITHOUT HONORS AND WINDS

AND TRY TO WIN WITH YOUR HAND OF...

AFTER THE FIRST DISCARD, YOU MUST DECLARE RIICHI

ALL OF THESE HANDS ARE PER-MITT-ED.

THAT THIS RULE IS RATH-ER ...

ONCE YOU PLAY, YOU'LL FIND

NOW,

MANGAN OR BETTER !!

LENIENT

IF YOU HAVE A PINFU TANYAO

THE MANGAN-OR-BETTER RESTRICTION IS RATHER LENIENT!

PINFU. NO WINDS OR HONORS, ALL SEQUENCES, OUT ON A DOUBLE WAIT
TANYAO. NO 1S, 9S, WINDS OR HONORS

THAT TYPE OF HAND

ONCE YOU DECLARE RIICHI, YOU ALREADY HAVE A MANGAN HAND!

WITH ONE DORA,

IS SEEN QUITE OFTEN.

AND FIND YOUR-SELF UN-ABLE ...

SOMETIMES, YOU WILL END UP EXTREMELY UNLUCKY

NOT AL-WAYS.

HOW-EVER ...

YOU HAVE NO CHOICE ...

WHEN THAT HAPPENS,

TO EVEN MAKE A TENPAI HAND!

THEY MUST CHOOSE THE ONES THAT SEEM SAFEST ...

SINCE THEY TOOK 13 TILES FROM THE ORIGINAL 34, PLAYERS ARE LEFT WITH 21 TILES TO CHOOSE FOR DISCARDING.

AND KEEP MA-KING DIS-CARDS !!

BUT TO FOR-GET A-BOUT VIC-TORY ...

AND TRY TO WALK ALL 17 STEPS !!

.....

ooo

HERE,

PINFU, TANYAO, RIICHI WITH 1 DORA.

UN-FOR-TU-NATE-LY.

BUT IT MUST BE TAKEN INTO CONSI-DERATION

THIS IS THE WORST SITUATION TO BE IN,

WHEN 九萬 IS PLAYED,

TANYAO IS RUINED

WHEN 六萬 IS PLAYED

THE HAND IS COMPLETE.

CAN ONLY WIN BY 六萬 !!

THERE-FORE, THIS HAND ...

IN THE LATTER CASE, THE HAND WOULD NOT MEET THE MANGAN REQUIREMENT.

HOW-EV-ER ...

NORMALLY, IT WOULD BECOME A MANGAN HAND.

IF THE URA-DORA WERE 九萬

YES ...

THAT IS PRO-HIBITED!

WITH A HAND THAT ALREADY MEETS THE REQUIREMENTS OF MANGAN!

THE ONLY WAY TO WIN IS TO DECLARE RON ...

SOMETHING TO BUMP YOUR HAND'S VALUE UP PAST MANGAN!

PUT ANOTHER WAY, THE URA-DORA IS...

A BONUS !

IF THE OPPONENT DISCARDS A TILE YOU COULD USE FOR "RON".

IN THIS CASE,

NOW,

THEN [七萬] IS DISCARDED, WHICH YOU NEED..

WHICH CAN'T BE USED AND STILL MEET THE REQUIREMENTS.

THE [八萬] TILE, IN THIS CASE.

BASICALLY,

YOU CAN'T USE THE [七萬] FOR RON!

YOU CAN'T WIN!

THE MANGAN HAND CANNOT DEPEND ON DISCARDING AND RETAKING YOUR WINNING TILES!

YOU CANNOT DECLARE RON!

HERE, LIKE IN STANDARD MAHJONG,

NO. THE HAND ...

TREATED AS FURITEN!

IT IS IGNORED,

EN: FURITEN, IN NORMAL MAHJONG, IS WHERE YOU HAVE A TILE IN YOUR DISCARDS THAT YOUR FINAL HAND COULD HAVE FINISHED WITH, AND MAKES YOUR HAND INVALID UNLESS YOU DRAW IT YOURSELF. HERE, THERE IS NO DRAWING, SO IT IS INVALID ENTIRELY

TOTALLY FREE OF ANY SUCH ISSUES!

IT MUST BE SOLID!

SEEK EVEN GREATER VICTORY!

OR YAKU-MAN!!

THE HARD-EARNED MONEY ...!

THE LANDMINE GAME PLAYERS CAN WIN MORE MONEY FOR HIGHER AND HIGHER HANDS!

HERE, ALSO LIKE IN STAND-ARD MAHJONG,

WITH A MAN-GAN HAND ...

A BET OF 1 MILLION YEN

THEN, YOU MUST HOPE AND PRAY!!

THAT IS THE FIRST PART OF THE GAMBLE!

YOU MUST FIND A HAND THAT CAN WIN ON ITS OWN

HAND RANKINGS:

MANGAN
2000-2999

HANEMAN
3000-3999

BAIMAN
4000-5999

SANBAIMAN
6000-7999

YAKUMAN
8000+

BAI-MAN!

SEEK HANE-MAN!

YOU MUST HOPE FOR EVEN HIGHER HANDS!

AND THEN, IF YOUR WISH IS GRAN-TED,

1.5 MILL-ION!

HANEMAN MULTIPLIES IT BY 1.5, MAKING IT

NETS ANO-THER 1 MILL-ION!

YAKU-MAN WINS 4 MILLION!

BAIMAN WINS 2 MILLION!

DOUBLE YAKUMAN HANDS

HANDS LIKE SUU-AN-KOU + DAISANGEN ...

EVEN FURTHER UP...

AND,

MULTIPLY YOUR WINNINGS BY 8 !!!

DAISANGEN: THREE TOTAL SETS OF CHUN, HAKU, AND HATSU IN THE HAND
SUU-AN-KOU: FOUR SETS OF THREE SIMILAR TILES IN THE HAND
BOTH ARE YAKUMAN HANDS, COMBINING THEM MAKES A LEGENDARY DOUBLE YAKUMAN

8 MILLION YEN!!!

THERE ARE MANY WAYS TO COME BACK FROM A BAD HAND.

YES, ANY WAYS

KHU HU HU HU ...

. . . . . .

I'LL MATCH WHAT-EVER YOU BET.

AS LONG AS WE BOTH AGREE,

IS COMPLETELY FLEXIBLE IN EVERY WAY.

ALSO, THE BASE BET

2 MIL ...

SOOK... 1 MIL...

IT'S OK!

NOT A PROB-LEM!

EVEN 10 MILLION YEN IS FINE BY ME!

KHU HU HU HU ...

CHAPTER 9- END...

第9話 終

「賭博堕天録カイジ」
単行本第2巻に続く!!

手に汗握る 博奕の嵐!!
ギャンブル 漫画の金字塔!『カイジ』歴代シリーズ
『賭博 黙示録カイジ』全13巻
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あなたは、この本を読んで、どんな感想をおもちになりましたか。

編集部では、この本についての読者のみなさまのご意見をおまちしています。

このつぎには、どんな作家のどんな漫画を読みたいと、お考えですか。「ヤンマガKC」にしてほしいと思う作品がありましたら、「読後の感想」とあわせて、左記あてに、どしどしお知らせください。

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KAIJI'S GUIDE TO ESSENTIAL MAHJONG

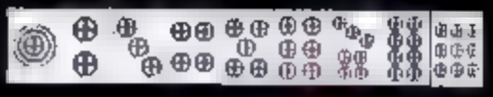
WHAT'S THIS YOU'RE TELLING ME? YOU WANNA READ MY MANGA, BUT YOU DON'T KNOW THE FIRST THING ABOUT MAHJONG?! WELL, NORMALLY THIS WOULDN'T BE MY PROBLEM, BUT TODAY I'M FEELING PARTICULARLY GENEROUS. SO, I GUESS WE'D BETTER START AT THE BASICS, THEN.

STEP ONE: KNOWING YOUR TOOLS

SO, WHAT'S THE MOST IMPORTANT THING TO KNOW ABOUT IN MAHJONG? WELL, THE TILES, OF COURSE! JUST LIKE YOU CAN'T BUILD A HOUSE WITHOUT KNOWING YOUR TOOLS, YOU CAN'T PLAY MAHJONG WITHOUT KNOWING WHAT YOU HAVE TO WORK WITH!

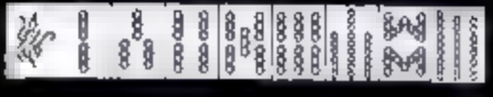
IN MAHJONG, THERE ARE 34 DIFFERENT TILES AND 4 OF EACH TILE IS IN THE GAME, BRINGING THE TOTAL TO 136 TILES. THE 34 TILES CAN BE DIVIDED INTO SUITS, JUST LIKE YOUR STANDARD DECK OF CARDS. LET'S START OFF WITH THE EASY ONES:

PINZU TILES



THIS IS THE FIRST SUIT OF TILES. LIKE THE NEXT TWO, THIS SUIT IS NUMBERED FROM 1-9, AND THE NUMBER OF SYMBOLS ON EACH TILE REPRESENTS THE VALUE OF THAT TILE. THE TILES ARE LINED FROM SMALLEST TO LARGEST, LEFT TO RIGHT, ABOVE. YOU AMERICANS SOMETIMES CALL THESE "DOTS", "CIRCLES", OR ANYTHING ELSE THEY VAGUELY LOOK LIKE, BUT WE'RE CALLING THEM "PIN". FOR EXAMPLE, THE TILE ON THE FAR LEFT IS CALLED THE "1-PIN", ALL THE WAY TO THE RIGHT, THE "9-PIN". IF YOU HAVE A HARD TIME REMEMBERING THAT, THINK ABOUT THE HEAD OF A PIN WHILE LOOKING FROM THE TOP.

SOUZU TILES



SECOND, WE HAVE THE SOUZU TILES. THEY ARE EXACTLY THE SAME AS THE PINZU, IN THAT THEY GO FROM 1-9 SOU. THE ONLY PART THAT MAY TRIP YOU UP IS THAT THE 1-SOU LOOKS LITTLE LIKE THE OTHER TILES, BUT FEAR NOT, IT IS JUST AN 1-SOU. THEY ARE SUPPOSED TO RESEMBLE BAMBOO, BUT YOU MAY FIND IT EASIER TO THINK OF THEM AS SPOOLS OF THREAD. IF YOU DO, THEN YOU HAVE AN EASY MNEUMONIC: YOU SEW (SOU) WITH SPOOLS OF THREAD.

MANZU TILES

NOW, HERE'S WHERE IT GETS A BIT HARDER, UNLESS YOU KNOW BASIC CHINESE OR JAPANESE. THE TILES ARE NUMBERED IN CHINESE LETTERING, WHICH IS THE SAME AS KANJI IN JAPANESE. THEY CAN ALL BE IDENTIFIED BY THE RED CHARACTER BELOW THEM, WHICH MEANS "TEN THOUSAND" IN CHINESE. IF YOU DON'T KNOW THESE NUMBERS BY HEART, I HAVE A CHEAT-SHEET AT THE END OF THIS THAT YOU CAN PRINT OUT OR JUST HAVE OPEN IN ANOTHER TAB WHILE READING. SOME PEOPLE CALL THEM "CHARACTERS" OR "CRACKS" FOR SOME REASON, BUT WE'LL BE CALLING THEM "MAN", I.E. 1 MAN, 3 MAN, AND SO ON. IT MIGHT HELP TO THINK OF THAT NUMBER OF PEOPLE ("MEN").

WIND TILES

THIS SUIT IS A BIT DIFFERENT FROM THE PREVIOUS ONES IN THAT THERE ARE ONLY FOUR OF THEM. IN ORDER, THEY ARE THE EAST, SOUTH, WEST, AND NORTH TILES. THESE HAVE QUITE A BIT OF RELEVANCE IN NORMAL MAHJONG, BUT IN THE VERSION WE SEE IN MY MANGA, THEY'RE JUST ANOTHER SUIT. NOW, THE NAMES WE'LL BE USING IN THE MANGA ARE, IN ORDER: **TON, NAN, XIA, PEI**. I DON'T HAVE ANY HELPFUL MNEUMONICS FOR THESE; YOU'LL JUST HAVE TO REMEMBER THEM THE HARD WAY.

HONOR TILES

FINALLY, WE HAVE THE HONOR TILES. FROM LEFT TO RIGHT, THEY ARE THE **CHUN**, HAKU, AND **HATSU** TILES. IT MAY HELP TO REMEMBER THEM BY THEIR COLOR, BUT BEYOND THAT, I CAN'T REALLY HELP WITH REMEMBERING THEM. SOME PEOPLE CALL THEM THE "DRAGON" TILES, BUT THAT'S MORE TO HELP REMEMBER WHAT THEY ARE WHILE STILL KEEPING IT CHINESE-SOUNDING.

QUICK-REFERFENCE OF DIFFICULT TILES:

- 1-SOU

1 2 3 4 5 6 7 8 9 - MAN

- TON

- NAN

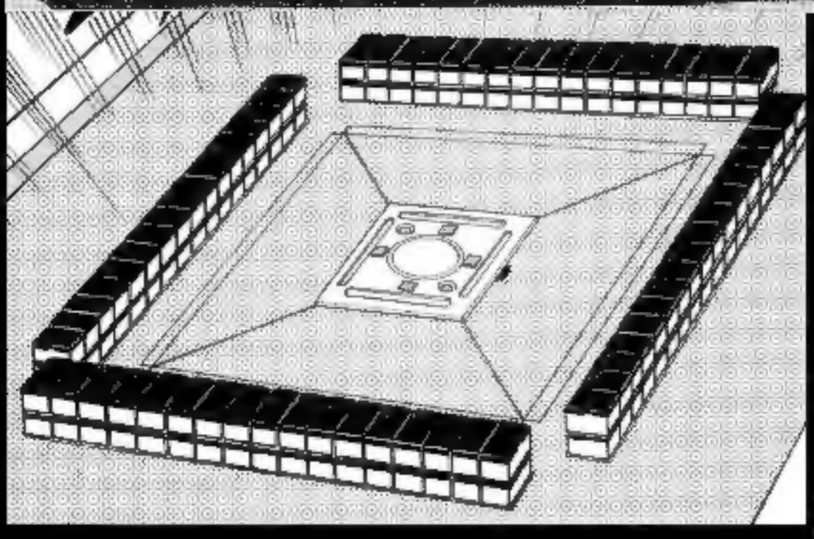
- XIA

- PEI

- CHUN

- HAKU

- HATSU

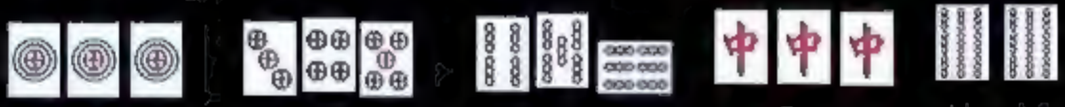


STEP TWO: KNOWING THE RULES

WHAT? YOU THOUGHT YOU WERE GOOD TO GO? YOU HAVEN'T SEEN NOTHING YET! KNOWING THE RULES OF THE GAME IS CRITICAL TO UNDERSTANDING WHAT THE HECK IS GOING ON. THIS IS WHERE SOME OF YOU FAMILIAR WITH MAHJONG MIGHT WANT TO START PAYING ATTENTION; THE JAPANESE RULES ARE A BIT DIFFERENT FROM THEIR CHINESE OR AMERICAN COUNTERPARTS. WE'LL SKIP PAST THE BORING SETUP, BECAUSE IT'S NOT EVEN REALLY USED IN 17-STEP MAHJONG, AND MOVE ON TO...

FORMING YOUR HAND

YOUR HAND CONSISTS OF 13 TILES DRAWN AT RANDOM FROM THE "WALLS" THAT ARE SET UP AT THE BEGINNING (PICTURED ABOVE). EACH TURN, YOU DRAW ONE TILE FROM THE WALL AND THEN DISCARD ONE FROM YOUR HAND; THIS TILE CAN BE THE ONE YOU JUST DREW OR ONE THAT YOU HAVE IN YOUR HAND. THE GOAL OF THE GAME IS TO HAVE 4 "SETS" OF 3 TILES IN YOUR HAND, AND FOR THE REMAINING TWO TILES TO MATCH. THIS LOOKS LIKE THIS, THE SIDEWAYS TILE HAVING JUST BEEN DRAWN:



NOW, LE'TS BREAK THIS HAND APART.

SET 1 AND 4: 3 MATCHING TILES

THIS FIRST TYPE OF SET REQUIRES THAT YOU HAVE THREE MATCHING TILES. FOR EXAMPLE, IS A SET, BUT IS NOT. THE THREE TILES MUST BE EXACTLY THE SAME.

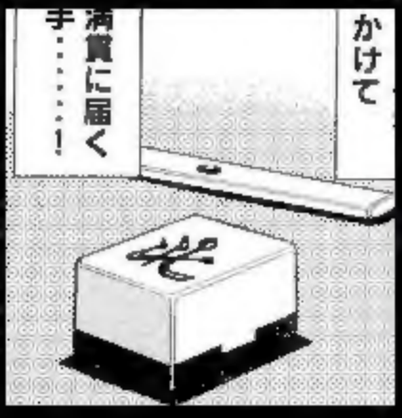
SETS 2 AND 3: 3 SEQUENTIAL TILES

THE OTHER TYPE OF SET YOU CAN MAKE IS OF 3 SEQUENTIAL TILES. THESE MUST ALL BE OF THE SAME SUIT, AND CANNOT CONSIST OF WIND OR HONOR TILES UNDER ANY CIRCUMSTANCES. I.E., IS A SET, BUT IS NOT, AND CERTAINLY ISN'T.

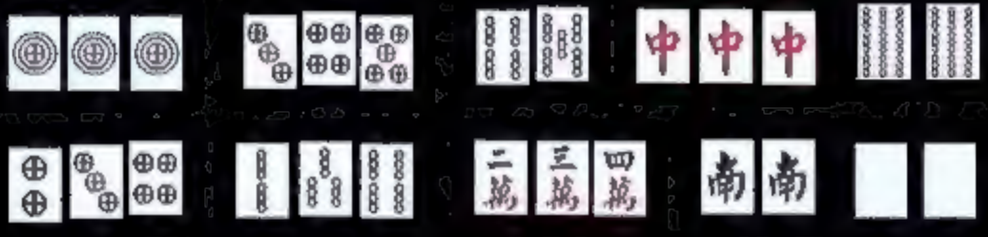
FINALLY, THE TWO REMAINING TILES MUST MATCH, LIKE THE FIRST TYPE OF SET, ONLY WITH JUST TWO TILES. THEY ARE CALLED A "PAIR", RATHER THAN A FULL SET.

GOOD, NOW YOU KNOW HOW TO MAKE A BASIC HAND! THAT'S BASICALLY ALL YOU NEED TO KNOW IF YOU'RE JUST GOING TO "UH... OKAY, THEN..." YOUR WAY THROUGH THE MANGA, BUT IF YOU REALLY WANT TO UNDERSTAND, THERE'S A FEW MORE THINGS TO KNOW.

TERMS TO KNOW: RIICHI AND TENPAI



A FEW TERMS. FIRST, "TENPAI". TENPAI BASICALLY MEANS THAT YOU ARE ONE AWAY FROM GETTING YOUR WINNING TILE. HERE ARE A FEW TENPAIS:



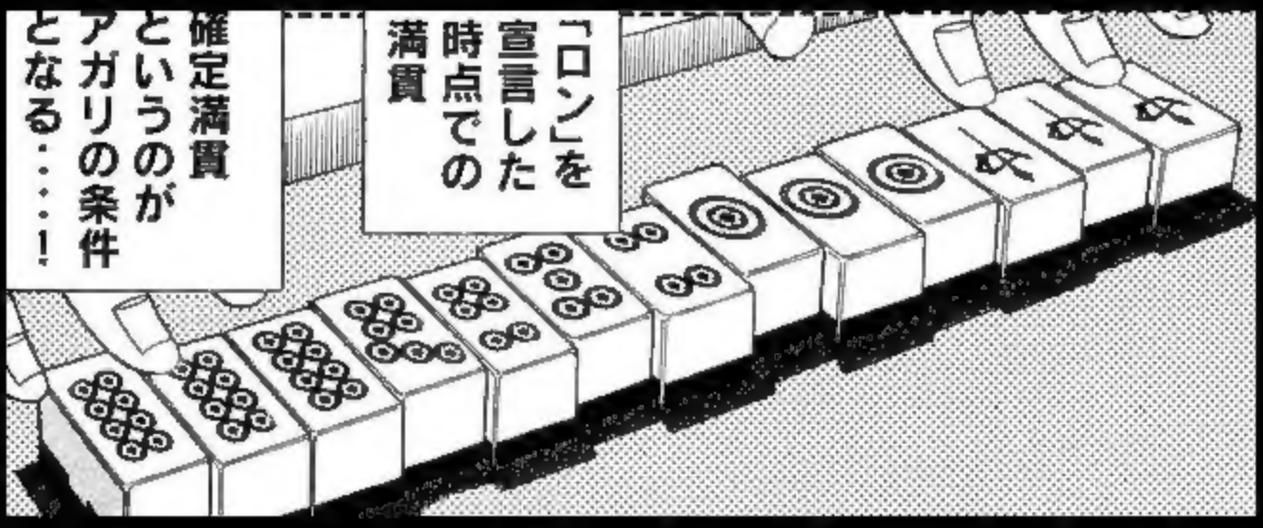
THAT LEADS US TO THE NEXT TERM: "WAIT". THE FIRST TENPAI IS IN A WAIT FOR 3-SOU AND 6-SOU, WHILE THE SECOND TENPAI IS IN A WAIT FOR THE NAN AND HAKU. THIS IS BECAUSE THE HANDS COULD BECOME COMPLETE WITH THOSE TILES. THIS MEANS THAT THE HANDS ARE BOTH IN A "TWO-SIDED WAIT".

FINALLY, "RIICHI" IS SOMETHING YOU CAN DECLARE IN NORMAL MAHJONG BY TURNING THE TILE SIDEWAYS AS YOU PUT IT DOWN, THROWING A 1000-POINT STICK ON THE TABLE, AND SAYING "RIICHI". THIS CAN ONLY BE DECLARED IN TENPAI, AND MAKES IT SO YOU CAN NO LONGER SWITCH OUT TILES YOU DRAW FOR TILES IN YOUR HAND; THE TENPAI YOU HAVE IS FINAL.

MAKE SENSE SO FAR? GOOD, BECAUSE IT'S ABOUT TO GET CONFUSING.

北

STEP 3: DECLARING RON AND MEETING YAKU

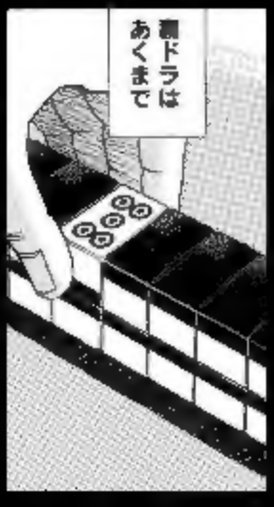


ONCE YOU HAVE TENPAI, THERE ARE TWO WAYS TO WIN: THROUGH "TSUMO", OR DRAWING IT YOURSELF, AND THROUGH "RON" OR CALLING ON YOUR OPPONENTS' LATEST DISCARD WHEN IT'S THE ONE YOU NEED. IN THE PICTURE ABOVE, I JUST DECLARED RON ON EITHER THE 4-PIN OR 7-PIN, EITHER OF WHICH WOULD GIVE ME A PAIR AND ISOLATE MY LAST SET.

HOWEVER, THERE ARE CERTAIN REQUIREMENTS YOU MUST FULFILL IN ORDER TO DECLARE RON, OR IN OTHER WORDS, A MINUMUM AMOUT OF POINTS YOUR HAND SCORES. ON THE PREVIOUS PAGES, WE EXPLORED A HAND THAT, WERE IT NOT FOR THE SET OF CHUN, WOULD NOT MEET MINIMUM "YAKU". THERE ARE MANY DIFFERENT QUALITIES FOR A YAKU, AND FOR THOSE, PLEASE SEE HTTP://MAHJONG.WIKIDOT.COM/RULES:RIICHI-COMPETITION-RULES-SCORING. THERE'S WAY TOO MANY TO GO OVER HERE!

THE LAST CRITICAL PIECE OF INFORMATION TO KNOW IS:

THE DORA AND URA-DORA



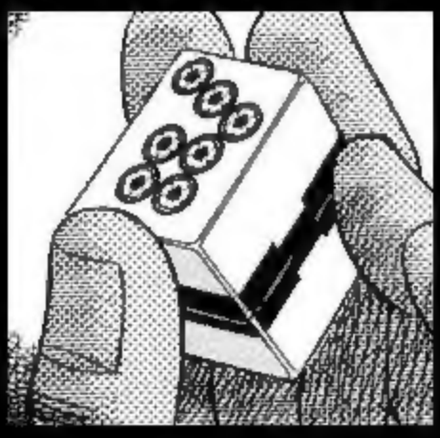
AT THE BEGINNING OF THE MATCH, AFTER ALL THE HANDS HAVE BEEN DIVVIED OUT, A TILE FROM THE WALL IS FLIPPED OVER. THIS TILE IS CALLED THE "DORA INDICATOR". WHAT THIS MEANS IS THAT THE TILE NEXT IN ORDER TO THE TILE THAT WAS FLIPPED OVER IS THE DORA FOR THAT ROUND. IF YOU HAVE THE DORA IN YOUR HAND, YOU GET BONUS POINTS AT THE END OF THE GAME!

WHEN IS THE INDICATOR, IS THE DORA.

WHEN IS THE INDICATOR, IS THE DORA.

WHEN IS THE INDICATOR, IS THE DORA

ALMOST DONE, REALLY!



FINALLY, THE URA-DORA IS THE TILE DIRECTLY UNDER THE DORA, WHICH IS FLIPPED OVER AT THE END OF THE GAME. IT OPERATES THE EXACT SAME WAY AS THE NORMAL DORA, MEANING THAT IF YOU HAVE THE TILE NEXT IN ORDER TO THE TILE SHOWN, YOU GET BONUS POINTS AT THE END.

WELL, I HOPE YOU FOUND MY GUIDE HELPFUL. THERE'S A LOT ABOUT IT I LEFT OUT, BUT YOU SHOULD BE ABLE TO FIGURE OUT WHAT'S GOING ON IN THE CHAPTERS THAT FOLLOW. IF YOU'RE INTERESTED, TRY READING UP AT OTHER PLACES. IT'S A FUN, FASCINATING GAME, AND I SUGGEST YOU GET INTO IT! WHO KNOWS, YOU MIGHT BE THE NEXT...

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FOR USE IN
WE CAN'T DECIDE!'S
SCANLATION OF
TOBAKU DATENROKU
KAIJI. DO NOT
UPLOAD CHAPTER
8 WITHOUT THIS
GUIDE

THANK YOU FOR
READING!